ROLLERBALL

THANK YOU

for selecting this exciting new game from HAL AMERICA, INC., "HAI". Please read this instruction sheet to ensure proper handling of your new game, and then save the sheet for future reference.

HAL AMERICA INC.

ROLLERBALL™

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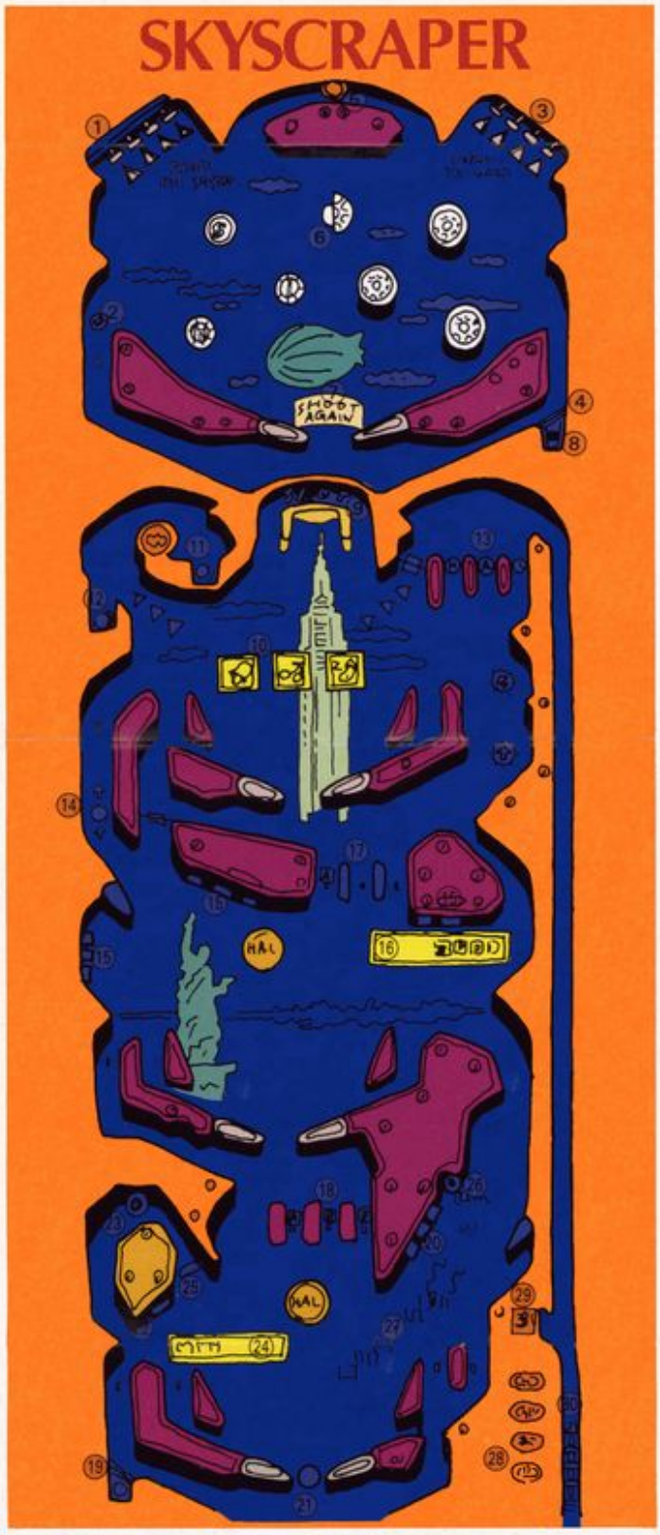
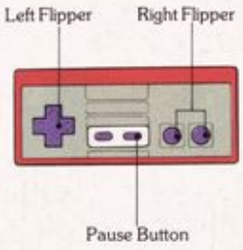


ROLLERBALL brings you two different games for your enjoyment. SKYSCRAPER can be played by one person, or as many as four can join in. MATCH-PLAY is a two-player game.

HOW TO PLAY SKYSCRAPER

Pressing the START button will display the GAME SELECT screen. Use the SELECT button to select SKYSCRAPER and press START. Use the SELECT button to specify the number of players and press START. The game starts with the player's score flickering. When a ball appears in the Striker Lane, press button A to pull the spring. Releasing the button will release the spring and put the ball in play. Each player starts the game with three balls, and play will continue until all three have been lost.

How to use the Controller



Explanation of the Diagram

NAME	FUNCTION
① Target 1	The Saver Post ② will appear when all the Targets have been hit.
② Saver Post	Disappears after being hit five times.
③ Target 2	Gate 1 will open when all the Targets have been hit.
④ Gate 1	Closes when a ball enters Slot 2.
⑤ Slot 1	Once the SKY-HIGH display has been cleared, a ball entering ⑤ will cause the Bumper display to appear.
⑥ SKY-HIGH	The lamp will stay lit when a ball passes over the letter that is flickering.
⑦ Shoot Again	This message will be displayed when the player has won a free ball.
⑧ Slot 2	A ball entering this slot will become a Multi-Ball when all the SKY-HIGH lamps have been lit.
⑨ Slot Machine Trigger	A ball landing in this slot will activate the Slot Machine.
⑩ Slot Machine	Combinations of Bells, Cherries, and Eggplants will be displayed.
⑪ Warp Slot	When a ball enters this slot, you can warp to ⑧. If there is already a ball in ⑧, you can warp to ⑫.
⑫ Slot 3	A ball landing here will be shot back into play.
⑬ Bonus Lamp	When all of the HAI lamps are lit, the bonus points shown at ㉗ will be added to your score.
⑭ Slot 4	The direction the ball is shot changes with each shot.
⑮ Target 345	When all three targets next to the green lamp have been hit, the bonus points displayed at ⑯ will increase.
⑯ Bonus Lane	Displays bonus points of 3,000 to 1,000,000 points.
⑰ Lane Lamp	Putting the ball through the lane that is lit will earn you the points displayed at ⑯. You can change the position of the lamp using the A and B Buttons.
⑱ A, B, and C Lanes	Gate ⑲ will open when all three of the lit ABC lanes have been hit. You can change the position of the lamps with Buttons A and B.
⑲ Gate 2	When open, a ball landing in the Slot will be put back into play.
⑳ Target 6	When all of the targets have been hit, a Saver Post will appear at ㉑.
㉑ Saver Post	Will appear for only thirty seconds at a time.
㉒ Target 7	When a ball hits this target, ㉔ will flash for ten seconds.
㉓ Roll Over	When a ball passes over this target while it's flashing, the message displayed at ㉔ will be executed.
㉔ Display Panel	Displays one of five different commands.
㉕ Spinner	Rotating the Spinner changes the message displayed at ㉔.
㉖ Slot 5	If a ball enters while EXIT HOLE is displayed at ㉔, it will warp to ㉘.
㉗ Bonus Points	1K means 1,000 points. Up to 199,000 points can be earned.
㉘ Bonus Multiplier	Multiplies the bonus points shown at ㉗ by a factor of 2,3,4, or 5. Each time the Slot Machine lands on three Bells, the Bonus Multiplier will advance one step until it reaches 5, then will remain at 5 for the rest of the game.
㉙ Ball Count	The number of balls remaining, including the one currently in play.
㉚ Striker Lane	Button A is used to put a ball in play through the Striker Lane.

Slot Machine Display

1. Each time the Slot Machine lands on three Bells, the Bonus Multiplier ㉘ will advance one step.
2. When the Slot Machine lands on three Cherries, Saver Posts ② and ㉑ will appear, Gates ④ and ⑲ will open, and a ball landing in ⑭ will be advanced to Screen B.
3. If the Slot Machine lands on three Eggplants, all of the advantages gained by matching three Cherries will be lost.

Display Panel

When a ball passes over the Roll Over ㉓ while it's flashing, the command shown on the Display Panel will be executed. The five commands are:

BUMPER — The points and rebound force of the Bumper will increase for a predetermined length of time.

KICK BACK — The Gate at ⑲ will open.

EXIT HOLE — A ball landing in the Slot at ㉖ will be returned to the Striker Lane and put back into play.

SAVER POST — The Saver Post at ㉑ will appear.

50000 PTS. — A 50,000 point increase

1000000 PTS. — A 1,000,000 point increase.

Free Ball

If you extinguish all the Bumpers on Screen A, then put a ball in Slot 5, SHOOT AGAIN will be displayed on Screens A and D, and you will get a free ball.

Multiball

If you open Gate 1, and place a ball in Slot 1, that ball will be stored there, and a free ball will be put in play. When Multiball play starts, the stored ball will also be put into play, and the game will continue using both balls. If one of the balls is lost into the next screen, it will be stored on that screen until the second ball is also lost, then will be put into play again, and so on, until both balls are lost from Screen D.

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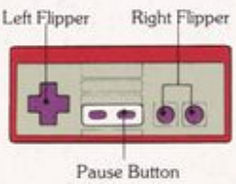
MATCHPLAY

How to Play MATCHPLAY

Pressing the START button will display the GAME SELECT menu. Select MATCH PLAY with SELECT and press START. Then, select each player's handicap points and press START again. The player who reduces his opponent's points to zero wins the round.

How to Use the Controller



The Elephant is controlled with Controller A, and the Donkey with Controller B.When a round is over and the record table displayed, press Button A on Controller A to start a new round.

Using the Handicap Feature

You can assign different handicap points for the Elephant and Donkey. Choose the initial points for the Elephant first with the SELECT button, then hold the right arm of the Control Pad and press Button A. When the OTHER PLAYER message is displayed, select the initial points for the Donkey and press Button A.

Expressions Displayed By the Characters

The characters will display different expressions, reflecting how the action is going. They are as follows:

Situation	Elephant	Donkey
Elephant winning by a great deal	Ecstatic	Very angry
Elephant a little ahead	Pleased	Angry
Approximately even	Calm	Calm
Elephant a little behind	Sleepy	Pleased
Elephant far behind	Asleep	Ecstatic

Overall Result Display

The record of wins and losses is displayed at the end of each round. The winner of a round is rewarded with a medal. The first player to win ten rounds wins the game.

Following is an explanation of the features on the left side of the MATCHPLAY Screen. The same functions are found on the right side in mirror image, and affect the Donkey's score.

NAME	FUNCTION
① Elephant's Score	Displays Elephant's score.
② Level Meter	Shows which player is winning.
③ Donkey's Score	Displays Donkey's score.
④ Spinner	Each turn of the Spinner reduces the Elephant's score.
⑤ Bumper	Hitting the Bumper reduces the Elephant's score.
⑥ Target 1	Executes the command displayed on Panel ⑧ for the Donkey.
⑦ Target 2	Changes the command shown on Panel ⑧.
⑧ Command Panel	Will display one of seven commands. (See [Commands Displayed on Command Panel] below).
⑨ Reverse Button	When all four buttons have been turned blue, the Elephant's score and the Donkey's score will be reversed.
⑩ Keeper Slot	Points are gained when a ball enters this slot. If a ball is in the Keeper Slot, your score will not be reduced when a ball is lost between the flippers at ⑮.
⑪ Elephant	The Elephant's status is displayed by five actions and expressions.
⑫ Side Bumper	When a ball hits this Bumper it will reduce the Elephant's score.
⑬ Side Lane	When a ball passes through the lane on the left side, the Elephant's score will be decreased.
⑭ Out Zone	When a ball is lost, the Elephant's score is decreased.
⑮ Release Point	When a ball is lost, a new ball will be put into play.

If the target at ⑥ is hit, the message at ⑧ will apply only to the Donkey, and if the same target is hit on the opposite side, it will apply only to the Elephant.

	Commands Displayed on the Command Panel
– 10 Pts	10 Point Decrease
– 50 Pts	50 Point Decrease
– 100 Pts	100 Point Decrease
+ 50 Pts	50 Point Increase
	The Flipper on one side disappears for a predetermined amount of time.
	The balls become heavier.
SCORE	The player's score is cut in half.

CARE OF YOUR GAME

1) Always make sure the power is off when inserting or removing the game pak from your computer.
2) This is a high precision game pak. Avoid subjecting it to extreme temperature or shock. Store at room temperature. Never attempt to dismantle or open the game pak.
3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry will be damaged.
4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

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Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV interference Problems.

This booklet is available from the U.S. Government Printing Office. Washington, D.C. 20402, Stock No. 004-000-00345-4.

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